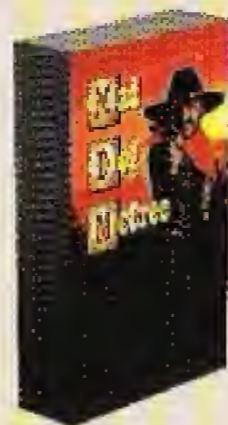# GUNSLINGER Collection

The GUNSLINGER COLLECTION™ offers 3 exciting games in one bundle! Challenge renegades, bank robbers, and gunfighters in your pursuit of Mad Dog and his band of outlaws in MAD DOG McCREE™ and MAD DOG II; THE LOST GOLD™. Then battle terrorists, bank robbers and criminal elements threatening national security in CRIME PATROL™. Action packed!
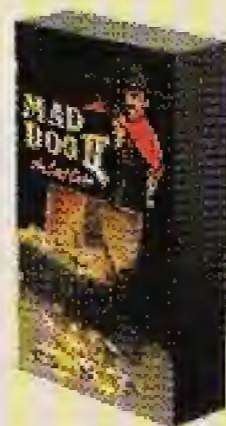
3DO

AMERICAN™ LASER GAMES, INC.

GUNSLINGER Collection

Mad Dog McCree™

MAD DOG II the Lost Gold™

CRIME PATROL™

GUNSLINGER
Collection

This package includes 3 complete games:
- Mad Dog McCree™
- Mad Dog II; The Lost Gold™
- Crime Patrol™

AMERICAN™
LASER GAMES, INC

RUNNING MAD DOG:

The game comes up in a looping mode where it displays various scenes from the game. To start the game, press "stop" button (game pad) or the option button (lightgun) to bring up the menu screen. The menu shows various selections the user can make. To select a given item move the cursor over the item and press the "A" button or shoot that item with the lightgun.

START:

The "start" selection starts a new game.

QUIT:

The "quit" selection exits the game.

DIFFICULTY LEVELS (Lawmen needed):

The difficulty levels are chosen in increasing order of difficulty from easiest (Deputy) to toughest (U.S. Marshall). Difficulty level can be adjusted at any time during the game from the menu screen.

BOTTLES:

The "bottles" option starts a new game with some target practice of bottles on a fence.

See pages 8 - 10 for additional instructions common to all games in this bundle.

USING THE CONTROL PAD (MAD DOG):

When the control pad is used, the cursor is a hand holding a gun which is aimed by using the sight on the gun. The buttons are defined as follows:

- **"A" button:** Fires the gun
- **"B" button:** When held down, the cursor moves twice as fast
- **"C" button:** When held down, the cursor moves four times as fast
- **Control Right Shift:** Fires the gun
- **Control Left Shift:** Brings up credits in menu screen
- **"X" Stop button:** Exits the game
- **"P" Pause button:** Brings up the menu screen
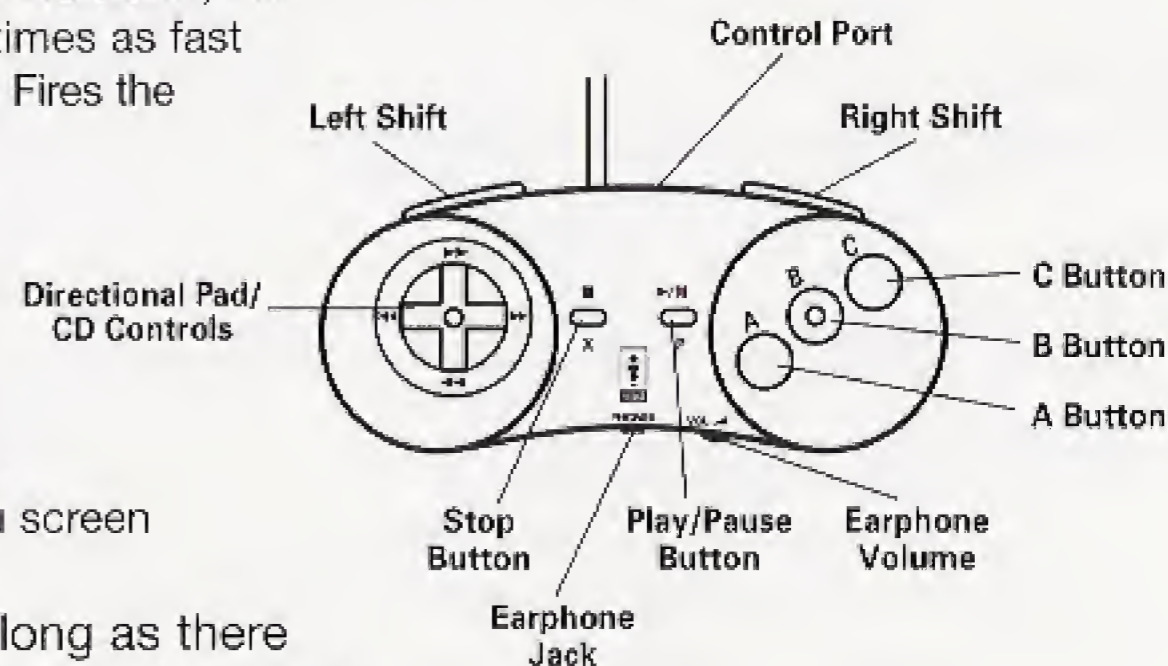
The gun will fire as long as there are bullets on the screen. When the cursor is moved to the bottom of the screen, the gun is lowered to point to the ground. By pressing the "A" button or the Control Right Shift button while the gun is pointing at the ground, the gun is dropped into the holster briefly to reload.

RUNNING MAD DOG II; THE LOST GOLD:

The game comes up in a looping mode where it displays various scenes from the game. To start the game, press "stop" button (game pad) or the option button (lightgun) to bring up the menu screen. The menu shows various selections the user can make. To select a given item move the cursor over the item and press the "A" button or shoot that item with the lightgun.

START:

The "start" selection starts a new game.

QUIT:

The "quit" selection exits the game.

DIFFICULTY LEVELS:

The difficulty levels are chosen in increasing order of difficulty from easiest (Deputy) to toughest (U.S. Marshall). Difficulty level can be adjusted at any time during the game from the menu screen.
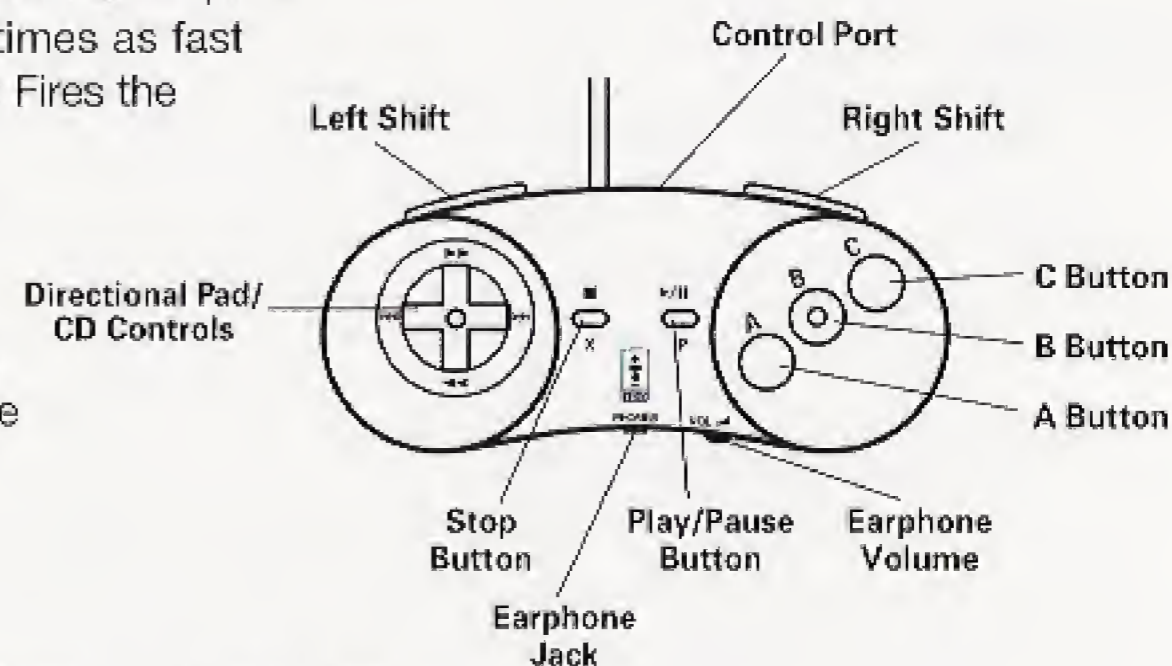
HINTS:

Shoot the cow skull to get extra bullets. Get a bonus life for each 5,000 points.

See pages 8 - 10 for additional instructions common to all games in this bundle.

USING THE CONTROL PAD (MAD DOG II):

When the control pad is used, the cursor is a hand holding a gun which is aimed by using the sight on the gun. The buttons are defined as follows:

- **"A" button:** Fires the gun
- **"B" button:** When held down, the cursor moves twice as fast
- **"C" button:** When held down, the cursor moves four times as fast
- **Control Right Shift:** Fires the gun
- **"X" Stop button:** Brings up the menu screen
- **"P" Pause button:** Pauses/resumes the game

Control Port
Left Shift
Right Shift
Directional Pad/ CD Controls
C Button
B Button
A Button
Stop Button
Play/Pause Button
Earphone Volume
Earphone Jack

The gun will fire as long as there are bullets in cylinders shown on the screen. When the cursor is moved to the bottom of the screen, the gun is lowered to point to the ground. By pressing the "A" button or the Control Right Shift button while the gun is pointing at the ground, the gun is dropped into the holster briefly to reload.

RUNNING CRIME PATROL:

The game comes up in a looping mode where it displays various scenes from the game. To start the game, press "stop" button (game pad) or the option button (lightgun) to bring up the menu screen. The menu shows various selections the user can make. To select a given item move the cursor over the item and press the "A" button or shoot that item with the lightgun.

START:

The "start" selection starts a new game.

QUIT:

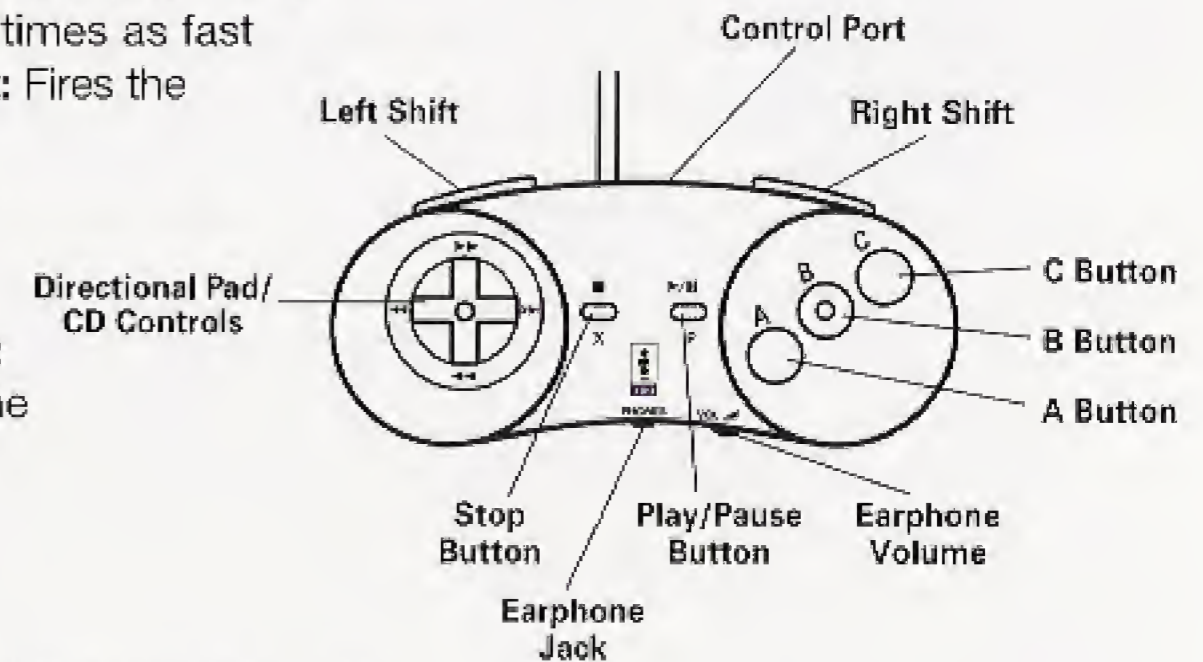The "quit" selection exits the game.

DIFFICULTY LEVELS:

The difficulty levels are chosen in increasing order of difficulty from easiest (Rookie) to toughest (Captain). Difficulty level can be adjusted at any time during the game from the menu screen.

USING THE CONTROL PAD (CRIME PATROL):

When the control pad is used, the cursor is a hand holding a gun which is aimed by using the sight on the gun. The buttons are defined as follows:

- **"A" button:** Fires the gun
- **"B" button:** When held down, the cursor moves twice as fast
- **"C" button:** When held down, the cursor moves four times as fast
- **Control Right Shift:** Fires the gun
- **"X" Stop button:** Brings up the menu screen
- **"P" Pause button:** Pauses/resumes the game

The gun will fire as long as there are bullets in cylinders shown on the screen. When the cursor is moved to the bottom of the screen, the gun is lowered to point to the ground. By pressing the "A" button or the Control Right Shift button while the gun is pointing at the ground, the gun is dropped into the holster briefly to reload.

INSTRUCTIONS COMMON FOR ALL GAMES

CONTINUE:

The "continue" selection continues the game. A game has to be in play to use the continue option. If the player is in the middle of a game, the game continues where it was when the menu screen was selected. If all of the player's lives have been lost, the game can be continued NINE times - three lives per continue. In case of a two player game, switching to a one player game does not cost a continue.

1 PLAYER/2 PLAYER:

Pressing this selection toggles between a one or two player game. If a two player game is selected, then both players play at the same time. Each player has a separate score, bullets and lives. Player one has red laser blasts, a red score and a flesh-colored hand with gun cursor (when using a game pad). Player two has blue laser blasts, a blue score and a blue-colored hand with gun cursor. Player one's game pad/lightgun/mouse should be first in the daisy chain followed by player two's game pad/lightgun/mouse.

Option/Calibration Button
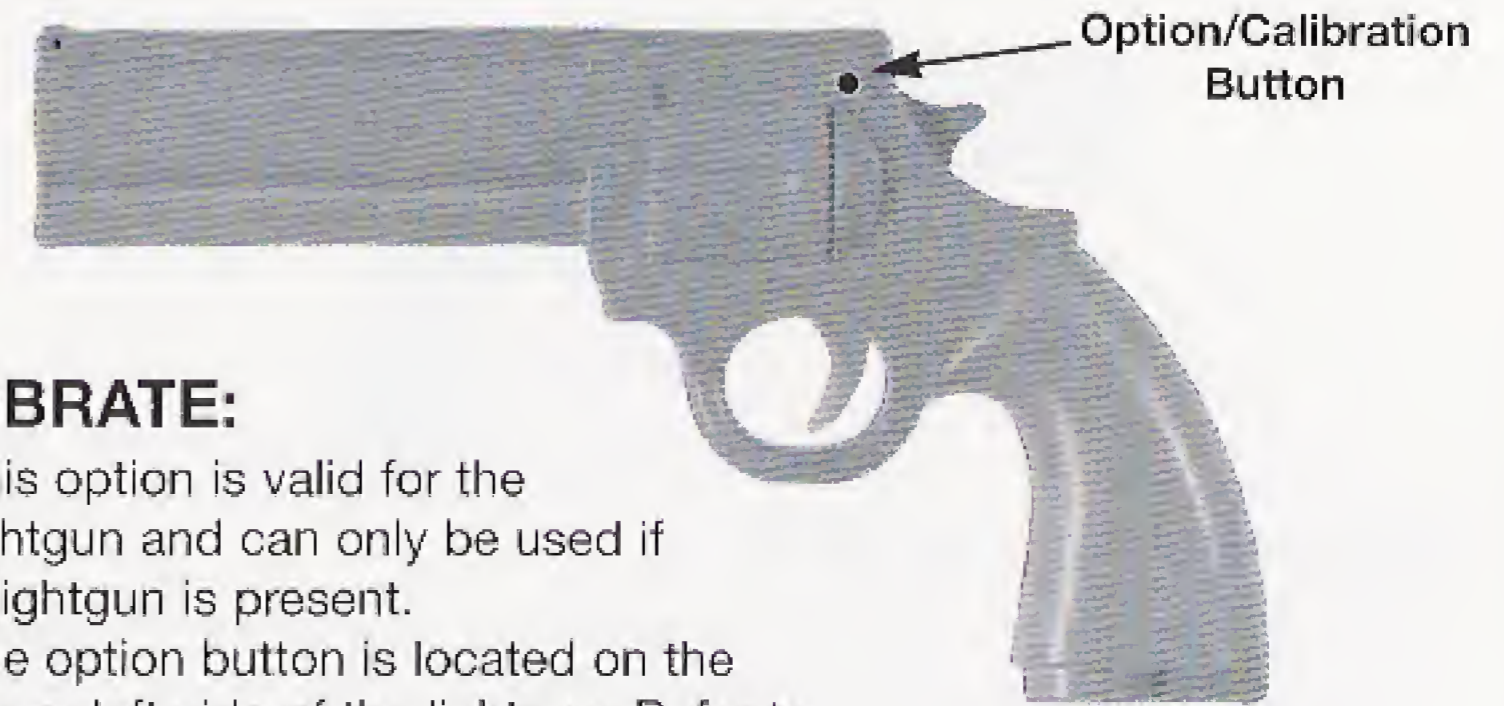
CALIBRATE:

1) This option is valid for the lightgun and can only be used if a lightgun is present.
2) The option button is located on the upper left side of the lightgun. Refer to diagram of lightgun.
3) A distance of four feet is considered the best accuracy range for calibrating and playing.
4) Shoot at "calibration" option on the menu screen or press the option button to make the "Calibration Menu" come up.
5) Take careful aim at the center of bullseye on the calibration screen and shoot once.
6) If not satisfied with the new gun calibration, press the option button to repeat the calibration procedure.
8) Calibration should now be complete. Shoot "Exit" option to return to the main menu.
9) This calibration sequence can be repeated at any time.

Option/Calibration
Button

USING THE LIGHTGUN:

With the lightgun there is no cursor on the screen. The gun is fired by pulling the trigger and a bullet hole will appear briefly on the screen. The gun is loaded by pointing it away from the TV screen and pulling the trigger. The menu screen is brought up by pressing the option button.

3DO MOUSE:

The left button on the 3DO Mouse is used to fire and make selections from the menu screen. The left button is the only button needed for Space Pirates. Move the mouse cursor (hand-and-gun) on the target when aiming and shooting. To reload, move the hand-and-gun to the bottom of the screen. To stop or pause, drag the cursor to bottom left corner and press left mouse button.

ACKNOWLEDGEMENTS
Mad Dog II; The Lost Gold

Programming:	Noor Khawaja	Artwork:	Jeffry Baker
	Nat Brown		Randall Quick
	Tom Desmarais		
	Li Tan	Executive Producer:	Robert Grebe

ORIGINAL ARCADE PRODUCTION ACKNOWLEDGEMENTS:
Cast:

Mad Dog McCree:	Rusty Dillen	New Mexico	Heidi Briscoe
Buckskin Bonnie:	Kristen Greer	Gunfighters Association:	Lee H. Briscoe
Padre:	K.E. Bibeau		Joseph Caudinalli
Professor:	Clifford Voake		Angela Cork
Prospector:	Lee James O'Donnel		Tim Eddy
Stagecoach Driver:	Ben Zeller		Paul Kaveshan
Shooting Beaver:	Ruben Moreno		John R. Krizan
Undertaker:	Carol Erson		David Alan May
Barmaids:	Siren Anderson		Steven W. Nessel
	Alisa Becerra		Jeannie Rice
	Stephanie Flowers		Dawn Sleeper
			Johnny L. Stults
Stunt Performers:	Al Cantu		Mike Trompak
	Lori Dillen		Roy A. Ward
	Rusty Dillen		
	Joey Hamlin	Piano Player:	Arthur S. Erickson
	Jerry King	Senorita:	Stephanie Flowers
	Michael Pritchard	Sheriff:	Jim Jarocki
	Wally Welch	Stagecoach Driver:	Tom Berto
Native American	Lewis H. Alexander	Town Children:	Tyra Dillen
Renegades:	Jorge Andrade		Katie Phelan
	Pat Hall		
	Allan Joseph	Villagers:	Patti Grebe
	Frederick Lopez		Teresa Rodriguez
	Marcos Martinez		Katie Wells
	Armando M. Ortega		

FILMED ON LOCATION AT: CUMBRES & TOLTEC RAILROAD
BONANZA CREEK RANCH
J.W. EAVES WESTERN MOVIE TOWN
THE PELMORE ESTATE (MISSION SET)